OWNER'S MANUAL

MODEL NO. C-100

THE GAME THAT'S SWEEPING THE COUNTRY. PLUGS INTO YOUR OWN TV SET. COLOR! SOUND! ACTION!

PONG™

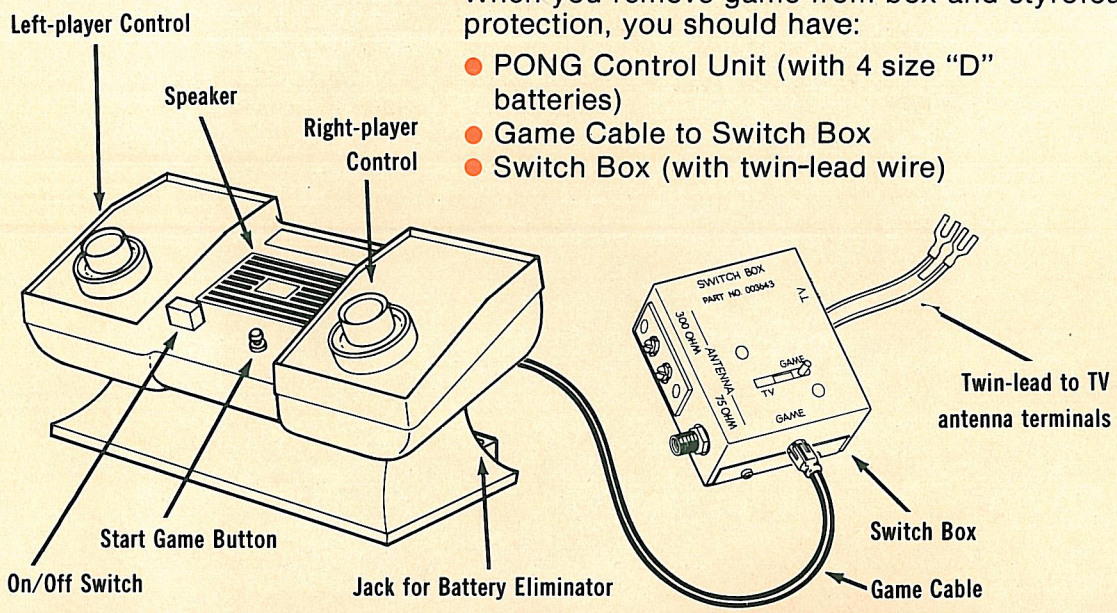
FOR YOUR HOME TV

ATARI™

INNOVATIVE LEISURE

Atari, Inc.
Consumer Division
1195 Borregas Avenue, Sunnyvale, CA 94086

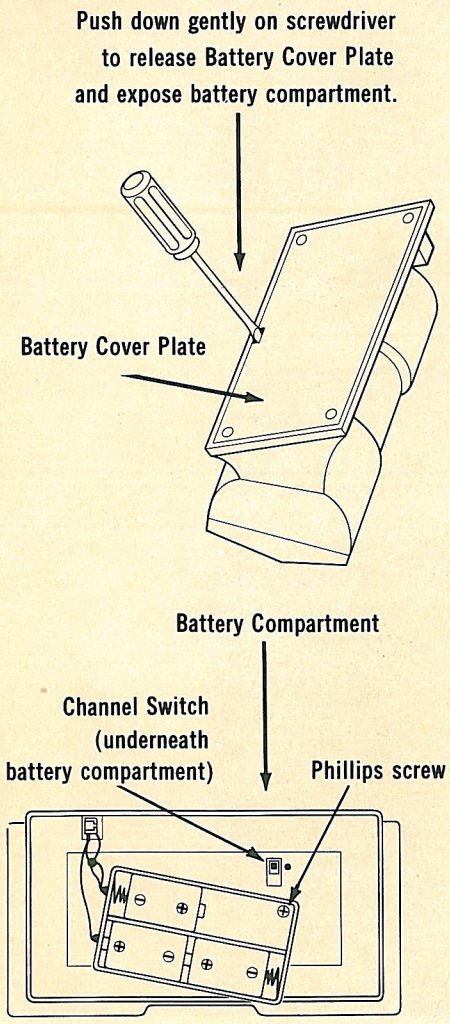
UNPACKING INSTRUCTIONS



When you remove game from box and styrofoam protection, you should have:

- PONG Control Unit (with 4 size "D" batteries)
- Game Cable to Switch Box
- Switch Box (with twin-lead wire)

INSTALLATION



Remove Battery Cover Plate and install four batteries, following diagram. Replace Cover Plate with slot facing front of PONG Control Unit.

PONG is factory set to operate on Channel 3.

If Channel 3 is broadcasting in your area, you may receive interference. In that case, switch your PONG game to Channel 4 by removing Battery Compartment with a small Phillips screwdriver. Carefully lift up Compartment, and find Channel Switch in the small rectangular access hole underneath Battery Compartment. It will be set on CH 3. Push Switch to side marked CH 4 with a screw-driver.

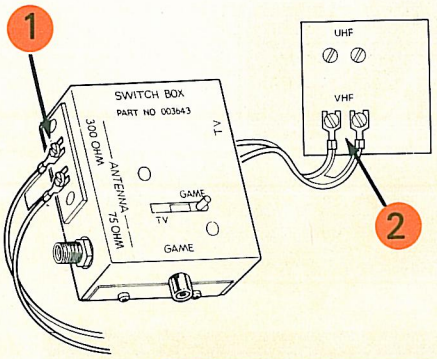
Carefully replace Battery Compartment and its four screws; then install all four batteries to face in correct positions. Replace Battery Cover Plate with slot facing front of Control Unit. Cover will snap into place after back tabs are positioned in case.

BATTERY ELIMINATOR

If you wish to use normal house current instead of batteries, you may buy a Battery Eliminator, part no. 004720, available from Atari, Inc., 1195 Borregas Ave., Sunnyvale, CA 94086. Plug Battery Eliminator into wall outlet. Plug other end of Eliminator wire into AC jack on rear of Control Unit base.

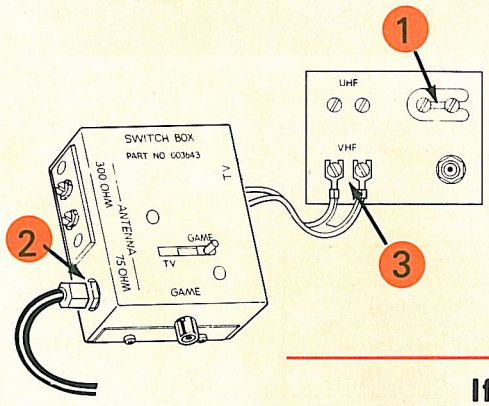
INSTALLATION CONTINUED

PONG hooks up easily to VHF screws. Simply find the illustration below that most closely matches the rear of your television set, and follow those instructions.



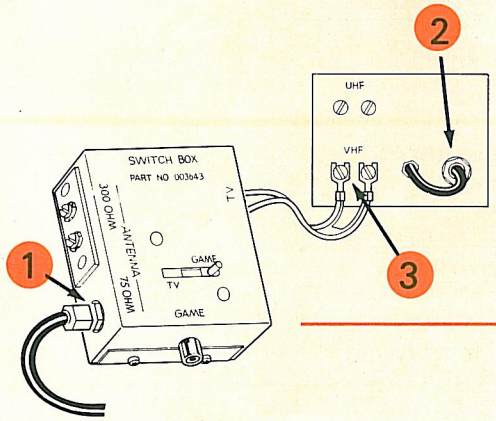
If your television has four screws only:

1. Disconnect twin-lead wire *from television* and connect to "300 OHM" screw terminals on PONG Switch Box.
2. Connect twin-lead wire *from PONG Switch Box* "TV" screws to VHF terminals on television set.



If your television also has a slider:

1. Move slider on back of set to make connection between screws.
2. Disconnect cable from television and plug it into PONG Switch Box at "75 OHM" connector.
3. Connect twin-lead wire from PONG Switch Box "TV" screws to VHF terminals on your television set.



If your television also has a short round cable:

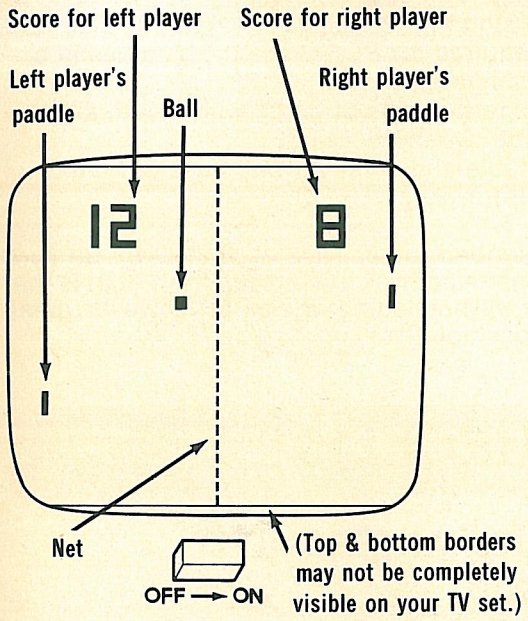
1. Disconnect cable from television and plug it into PONG Switch Box at "75 OHM" connector.
2. Connect TV's short loose-hanging cable to connector next to it on television set.
3. Connect twin-lead wire from PONG Switch Box "TV" screws to VHF on your television set.

To attach PONG Switch Box to television set, peel off protective paper on Switch Box and press the exposed adhesive surface onto any clear area at rear of television near antenna terminals. The PONG Switch Box may be left on the set permanently without impairing your television reception.

FEDERAL COMMUNICATIONS COMMISSION REGULATIONS REQUIRE THE FOLLOWING:

Avoid using any more twin-lead wires from Switch Box to television set than is supplied with PONG Switch Box. Avoid connecting twin-lead wire coming from PONG Switch Box to any television antenna or cable television outlet. Avoid attaching loose wires to your television antenna terminals when using PONG. Doing any of the above may cause interference to nearby television sets and is against Federal Communications Commission regulations.

INSTALLATION CONTINUED



TURN GAME ON

On Switch Box, turn the TV/GAME switch to "GAME" and turn television set on. (If your set has an automatic fine tuning control, turn it off.) Turn television volume completely down. (The buzzing sound from your TV's loudspeaker is normally caused by PONG; turn it down to hear the PONG ball bounce sound coming from the PONG loudspeaker.) Push ON/OFF switch on PONG Control Unit to "ON" position, exposing bright red spot under switch and watch your television screen become filled with the colorful PONG "pattern."

Turn your television's fine-tuning knob to get the best picture image. Press "start game" button. The light show pattern will convert instantly to a playing field.

PLAY PONG™

The right knob controls the right paddle; the left knob controls the left. Turn to move paddle up or down, to hit the ball on your side of the net.

Missed or out-of-bounds ball at left or right side of television screen scores one point for the opposing player. You can bounce ball off top and bottom edges of playing field. If ball goes out of bounds, it is automatically served again from the same angle it went out towards the player who missed that hit. If you hit the ball squarely with the center of the paddle, ball moves straight across the field; an "edge hit" will cause the ball to angle.

The first player to earn 15 points wins the game. When 15 points are scored, the playing field disappears and the light show comes back on the screen. To get the playing field back, depress start button again.

To return your television set to regular programming, turn *off* PONG Control Unit ON/OFF SWITCH. Slide TV/GAME button on Switch Box to "TV" position, then turn on only the television set. If your set has an automatic fine-tuning control, turn it back on.

Note:
Failure to turn PONG Unit to OFF may result in battery drainage in PONG Control Unit.

SOLITAIRE

Sharpen your game or just have fun playing PONG by yourself. In this game, the minimum score wins, so you should try to lock up the ball into a repeating pattern and then not readjust the player controls. 0-0 is the best score; any other score represents misses before the lockup pattern.

You can lock the ball into a repeating pattern of one angle. The easiest lockup is to move the paddles so the ball bounces horizontally straight back and forth across the playing field.

Or, it can be locked up to bounce at various angles. Narrower angles are easier to accomplish than wider angles. Playing solitaire at various angles is especially challenging, because the ball cannot be locked up until the computer has stepped through all parts of the speedup sequence. This means you must make 12 successful hits before trying to lock up the game at a certain angle. The most difficult parts of the solitaire game are keeping the ball from touching the top and bottom playing field borders and repeating this pattern diagonally back and forth across the screen. The simplest version of angle solitaire is a top bounce, then bottom bounce, using one of the narrower angles.

MAINTENANCE

DO NOT:

Pour liquid in speaker opening;
Leave batteries in PONG Control Unit when not in use;
Drop any part of game on hard surface;
Lift game by its wires;
Leave game on when not in use;
Expose game to excessive heat.

DO:

Avoid leakage that could damage your PONG game, by using high quality batteries. The size "D" batteries required for PONG are the same as in a regular flashlight;
Clean all exterior parts of game with a soft, slightly damp cloth when necessary;
Wrap the cable and wires around base of PONG control unit for easy storage.

Note: To replace batteries, remove cover plate as described under "INSTALLATION." Be sure new batteries are facing in correct directions. (Another electronic innovation from Atari is that if the batteries are facing in the wrong direction, they will not damage the game; however, game will not operate until batteries are turned to correct position.)

TROUBLESHOOTING CHECKLIST

SYMPTOM	CAUSE AND REMEDY	
Picture flickering when scoring.	• Low voltage.	• Change batteries.
No playfield image on TV screen or whitish-gray screen.	• Batteries low, dead or not correctly installed. • Switch Box set at "TV". Change to "GAME". • Game cable not properly plugged into Switch Box.	• Twin-lead wire not properly attached to rear of TV. • Battery eliminator unit not plugged into wall and/or Control Unit. • On/off switch not pushed to "on" position.
No regular TV programs.	• Switch Box set at "GAME". Change to "TV". • Twin-lead wire not properly attached to rear of TV.	• Antenna wire not properly attached to 300 OHM screws on Switch Box.
Buzzing sound from TV loudspeaker.	• Television volume on too loud. Turn volume control down.	
Playfield image clear and sharp, but bars or lines move across screen	• Local TV station broadcasting on same channel as PONG is operating on. Change channel switch in Control Unit to other channel (see page 1). • Cable TV or community antenna leads in room or nearby are carrying both channel 3 & 4 programs. In addition owner	has wired up cable to PONG Switch Box using the small transformer with twin-lead wire supplied by cable TV company. In rare cases, owner should simply remove this transformer and connect cable directly to PONG Switch Box at "75 OHM" antenna connection.
Playfield fuzzy like weak TV station signal.	• Poor connections at antenna terminals of TV set or Switch Box.	
Playfield unsharp, unsteady or no color.	• TV set not fine-tuned for best picture. Use fine-tuning knob, color or tint controls on TV set to adjust.	
PONG worked before, but picture suddenly unsharp, unclear or unstable.	• Batteries need to be replaced or fine-tuning control on TV set was changed. Re-tune fine-tuning control.	
Top and bottom borders of playfield not equal distances from top and bottom edge of TV picture tube.	• Adjust vertical height control on TV set.	

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HOW TO ORDER REPLACEMENT PARTS

The Model Number of your PONG game is stamped on the Battery Cover Plate. Always mention the Model Number when requesting service or repair parts for your PONG game.

Part No.	Part Name
A003640	Control Knob
003643	Switch Box
A003666	Battery Cover Plate
Purchase Locally	Battery, size "D"

The parts listed above should be ordered directly from

ATARI, INC.
Consumer Division, Parts Department,
1195 Borregas Ave.
Sunnyvale, CA 94086

When ordering repair parts, always give the following information:

1. Part number
2. Part name
3. Model number
4. Name of game

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